

Appendices

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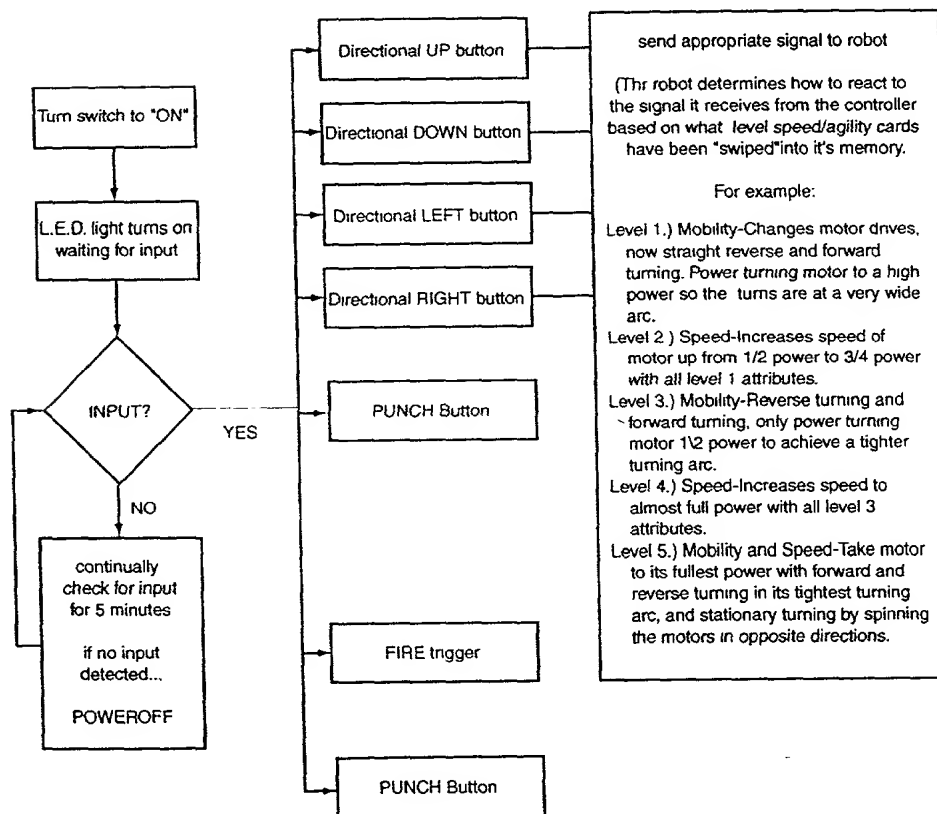
Appendix B – 2 pages

Appendix C – 10 pages

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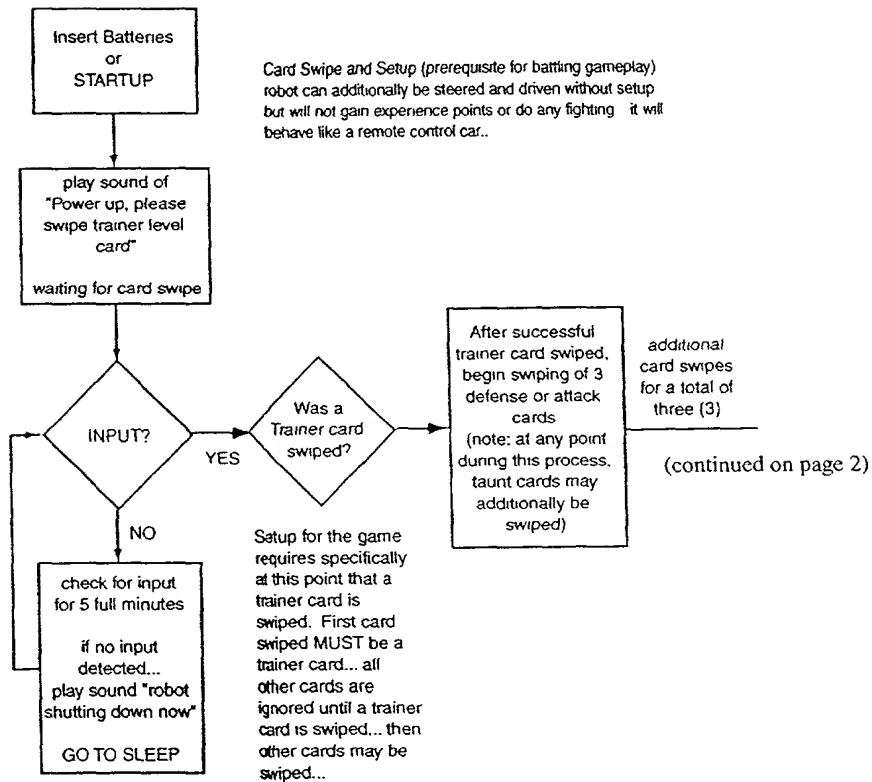
Appendix A

Wireless (e.g., IR) Remote Controller Operations

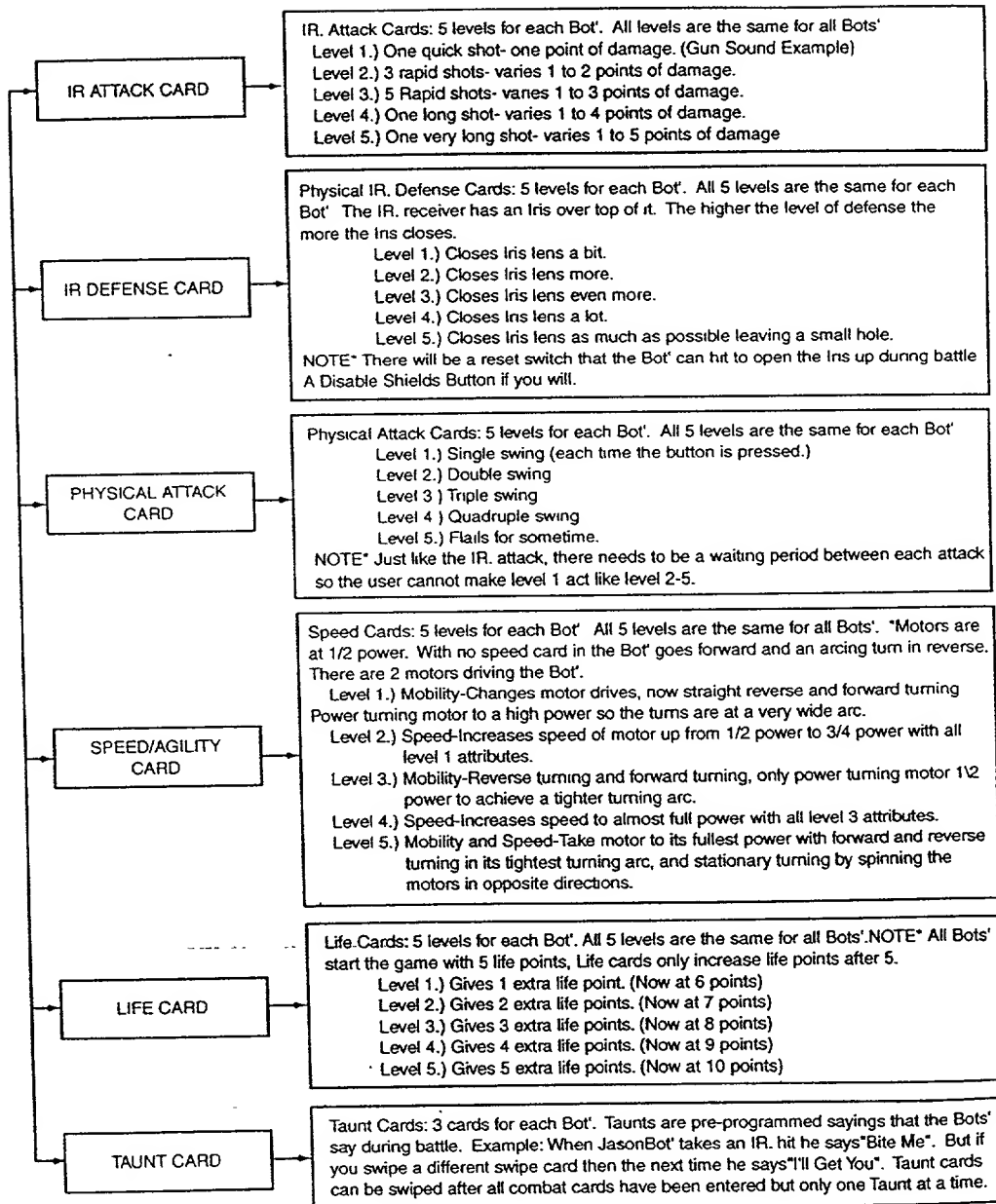


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Amusement Device Operation/Interaction



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Exemplary Script & Operational Notes for one embodiment of “Rumble Robots”

Revised 6/29/01

The general review below covers function aspects of the one version of a “fighting game.” All refreshers should have certain phrases in common to help make the operation of the robot much more intuitive and also more engrossing. The wording does not need to be identical, but it should be similar so that the use becomes easier to understand and explain.

1. Start Up:
 - a. Set all of your robots and your controllers to channel A. Your opponent should then set all of his robots and controllers to channel B.
 - b. Turn robot on with main on/off switch.
 - i. Startup sound will be heard.
 - ii. Robot will say his intro phrase, “Bot online. I am _____ (ex. ThugNut).
 - iii. If the robot has earned over 1000 points of treasure he adds the word, “Super” in front of his name. Ex: “I am SUPER ThugNut.”
 - iv. Robot will then say the amount of treasure he possesses.
 - v. NOTE: AT STARTUP ROBOT WILL BE AT LEVEL 1 SPEED, LEVEL 1 PUNCH, AND LEVEL 1 LASER.
 - vi. LEVEL 1 SPEED IS 6 DIRECTIONS (FWD, RV, FWD LFT, FWD RT, RV LEFT, RV RT.) AT 50% SPEED.
 - c. NOTE: Whenever the startup sequence is redone, (e.g., after a battle or if the card swipe was not what you wanted.), the user should push the RE-START BUTTON. This button is to be used instead of the on-off switch whenever the game is to be restarted. When the restart button is pushed, the robot will simply say, “Bot online” and not say any of his name or treasure.
 - d. Next, the robot says,
 - i. “Swipe my Power Cards so I can Battle!!!!”
 - ii. “First Swipe upgrade card or Combo!”
 - iii. “Now Swipe a weapon card!”

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- iv. “Now swipe another weapon card”
- v. “Now swipe one final weapon card!”
- vi. “I’m ready for battle!”

e. Notes:

- i. The robot will have a ‘traffic light’ on its back near the card slot (red LED placed over a green LED). If the card is swiped correctly, the green light will go on. If the card is swiped incorrectly, the red light will go on.
- ii. Sounds will also be heard as the robot reads the cards:
 - 1. If a card is mis-swiped, the robot should say, “<HONK (BAD CARD SOUND)> Try again!”
 - 2. If a card is swiped correctly, the robot should always make a happy sound before it reads off the power of the card.
 - 3. If a card is repeatedly mis-swiped (say 3 times) maybe the robot gets a little more specific about what it needs:
 - a. “Try swiping right to left.”
 - b. “Bar code faces in.”
- iii. If the robot is triggered from the controller before he has all of his cards he should say, “HONK. Start over!!!” or “I want all of my card power before I battle! I’ll tell you when I’m ready to fight!”

2. Card Effects: The new series is a little different:

a. <u>Card Types:</u>	<u>Weapons Deck:</u>
i. Upgrade:	32 cards
ii. Punch:	20 cards
iii. Speed:	28 cards
iv. Laser:	20 cards
v. Armor (Or Laser Defense):	20 cards

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- vi. Energy (Or Power): 32 cards
- vii. Combo: 26 cards
- viii. Treasure: 10 cards
- ix. Repair: 4 cards
- x. TOTAL: 194 cards

b. Details on Card effects: NOTE: In the standard deck, family cards operate robots at face value. Non-family cards operate robots at -1. There may be no more non-functional standard cards:

	Spring 2002			Fall 2002		
Family	RR Weapon Series	Wingmen Weapon Series		RR War Series	Wingmen War Series	Drones War Series
Family	LavaJaw (Frytor/ Witch Doctor)	Lobtopus		Lobklaw	TBD	TBD
Family	BoltBrat	BoltBrat		Saucerman	TBD	TBD
Family	ThugNut	Lugnold		Crimson Crusher	Y0-Face-0	TBD
Family	El Smasho	Freaktor		Eyezor	Clamslam	TBD
Family	x	x		x	x	x
Family	x	x		x	x	x

- i. Upgrade: (Unlocks the powers of the standard cards).
 - 1. Levels 1-5. Specific to each of the 4 new robots.
 - 2. Levels 1-3 specific to each of the 4 wingmen.
 - 3. Note: Wingmen can use the robot's cards and robots can use the Wingmen cards.
- ii. Punch:

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1. Levels 1-5 specific to each of the 4 new robots.
2. No wingmen punch cards (wingmen punch cannot be affected).
3. Note that punch is a much more powerful attack thanks to the face sensors on robots. Punching the face sensor takes 1 point away from robot (first from any armor, then from energy).
4. A robot with no defenses, and no extra energy would be destroyed by 5 punches to the face (5 punches would eliminate the robots 5 life points).
5. A wingman with no extra energy would be destroyed by 3 punches to the face.
6. Punch chart:
 - a. Punch Level 1: 4 blows (2 left hand, 2 right hand), followed by a 4 sec pause.
 - b. Punch 2: 4 blows, 3 sec pause.
 - c. Punch 3: 4 blows, 2 sec pause.
 - d. Punch 4: 4 blows, 1 sec pause.
 - e. Punch 5: 4 blows, no pause.

iii. Speed:

1. Levels 1-4. Specific to each of the 4 new robots.
2. Levels 1-3 specific to each of the 4 wingmen.
3. Note that there are only 4 levels of speed for the robots. This is done to avoid problems with operation of the robot at base levels.
4. Note: Wingmen can use the robot's cards and robots can use the Wingmen cards.
5. Speed Chart: (Rumble Robots)
 - a. Speed Level 1: 50% Power, 6 directions.

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- b. Speed Level 2: 50% Power, 8 directions (add spin right & left).
 - c. Speed Level 3: 75% Power, 8 directions.
 - d. Speed Level 4: 100% Power, 8 directions.
 - 6. Speed Chart: (Wingmen)
 - a. Speed Level 1: 50% Power, 8 directions.
 - b. Speed Level 2: 75% Power, 8 directions.
 - c. Speed Level 3: 100% Power, 8 directions.
- iv. Laser:
 - 1. Levels 1-5 specific to each of the 4 new robots.
 - 2. No wingmen laser cards.
 - a. Level 1: 1 pt damage, 2 sec recharge.
 - b. Level 2: 1-2 pt damage, 2 sec recharge.
 - c. Level 3: 2-3 pt damage, 2 sec recharge.
 - d. Level 4: 3-4 pt damage, 2 sec recharge.
 - e. Level 5: 3-5 pt damage, 2 sec recharge.
- v. Armor: (Or Laser Defense):
 - 1. Levels 1-5 specific to each of the new 4 robots.
 - 2. No wingmen armor cards (no wingmen armor).
 - 3. Note: Armor acts like energy (life points). Whatever armor exists must be removed before any of the underlying energy points can be taken away. To put it another way: you must destroy the armor before you can hurt the robot.
 - 4. When armor deflects a blow, a special ricochet sound should be played. If a laser hits a robot and is deflected by the armor, the robot should play the sound (ptang, or clang!). The same sounds should be used if the armor wards off a physical blow. When the armor is gone, the

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robot should make physical contact sounds (“Oww! Hey! Ugh!”).

5. Armor protects robot from lasers and from punches.

6. Armor Chart:

- a. Level 1: +1 armor.
- b. Level 2: +2 armor.
- c. Level 3: +3 armor.
- d. Level 4: +4 armor.
- e. Level 5: +5 armor.
- f. Level 6 and above (Might be accessed by special combo cards).

vi. Energy (Or Power):

1. Levels 1-5 specific to each of the new 4 robots.
2. Levels 1-3 specific to each of the 4 new wingmen.
3. Note: Wingmen can use robot’s energy cards and vice versa. Energy is the “life” of the robots. When the “life” is gone, the robot is dead.
4. Robots have 5 energy points to start with, Wingmen have 3 energy points to start with.
5. Robots can take up to 5 (or maybe more) extra energy points.
6. Wingmen can only take 3 extra energy points.
7. Energy Chart:
 - a. Level 1: +1 Energy.
 - b. Level 2: +2 Energy.
 - c. Level 3: +3 Energy.
 - d. Level 4: +4 Energy.

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- e. Level 5: +5 Energy.
 - f. Level 6 and above (Might be accessed by special combo cards).
- vii. Combo: Combo cards may be varied. Swipe the combo card and your robot is instantly set to battle. Each Robot may come with several combos that are specific to that robot. Combos are a way to power your robot up to more than 3 attributes (4 or 5 attributes even). Combos come in many flavors, but are broken down by types (robot specific or general). General work on all robots and wingmen, specific work on their robot or wingman, but not as well (or not at all) on another robot. There are 22 combos in the Weapons deck:
- 1. Platinum Combo: 1 card:
 - a. The rarest card: Powers any robot to armor level 7, energy level 7, level 5 remainder. Powers any wingman to all level 3. Frequency is in 1 190 packs.
 - 2. Retailer Combos: 5 cards:
 - a. Cards that are designed to be given away by the retailers. Will not work on wingmen.
 - b. Wal-mart Combo: Level 4 speed, level 2 remainder.
 - c. TRU Combo: Level 4 laser, level 2 remainder.
 - d. KB Combo: Level 4 punch, level 2 remainder.
 - e. Target Combo: Level 4 Armor, level 2 remainder.
 - f. K-Mart Combo: Level 4 energy, level 2 remainder.
 - 3. Robot Combos: 16 cards:
 - a. Each of the 4 robots has 4 specific combo cards. These cards are just for them. For any other robot they operate at -2 of face value. Cards have names that are more exciting and robot specific. Robot combos do not work on Wingmen.
 - i. Atomic Laser: Laser level 5, level 3 remainder.

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- ii. Maximum Speed: Speed level 5, level 3 remainder.
- iii. Mega-Punch: Speed level 5, level 3 remainder.
- iv. Super Armor: Armor level 5, Energy 4, level 3 remainder.
- 4. Wingmen Combos: 4 cards:
 - a. Each of the 4 wingmen has a specific combo card. This card is just for this wingman. Wingmen combos do not work in robots. For any other wingman, the combo operates at -1. i. Super Defense: Upgrade 3, Energy +3, speed +2.
- 3. Battle Notes:
 - a. Getting hit:
 - i. Ricochet sound off armor.
 - ii. Body blow sound off of energy.
 - b. Laser fire:
 - i. Robot should have a red light on his chest that light up whenever the laser is fired.
 - ii. Also, the 'traffic light' on the back of the robot should light up solid red when firing, flash red while the laser is recharging and light up solid green when the laser is ready to shoot.
 - iii. When a robot shoots his laser, the laser should make a very LOUD blast sound.
 - iv. If the laser button is pushed while the laser is recharging, it should make an "empty chamber sound" ("Click, click, click"---like a gun hitting an empty chamber.
 - v. If the punch is not ready, the robot should also make a click sound.
- 4. When a robot, dies he should beg for a repair card. Then announce defeat and invite the kid to let him give up treasure.

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- a. “Argh! Give me a repair card ...cough...sputter. Ugh!” (3 sec or so, then pretend that time ran out).
 - b. “I lost! Face my enemy and push my laser button to give him treasure power!” When the treasure sequence is over: “Let’s try again!”
 - c. If robot gets a repair card, he should announce it and start over.
5. Note “refreshers” should have a re-start button to start over. This is less cumbersome than the turning the robot off and on again.
 6. If a robot specific combo is made, the robot should say, “ (name of robot) Combo Power Online!”
 - a. There are several types of combos. See above for more information.
 7. If a gold, diamond, titanium or Platinum card is swiped, the robot should announce it by name: “Gold Power Level online!”, “Diamond Power Level online!”, etc.
 8. If robot makes 1000 treasure points he should say, “<Fanfare music> You are a Rumble Robot’s master.” (Instructions will tell the user to send a photo of the robot to Trendmasters when the robot says this to receive a free t-shirt”).
 9. Of course, the robot should still also offer his commentary when his weapons are used: “Taste my fist!”, etc

Of course the robot should still trash talk during a fight but for the most part it is hard to hear the robots during a battle. Note that a lot of the sounds during a fight could be sound effects rather than a lot of speech.

Script Notes for Rumble Wingmen:

All Wingmen should have certain phrases in common to help make the operation of the robot much more intuitive and also more engrossing. The wording does not need to be identical, but it should be similar so that the use becomes easier to explain.

1. Turn robot on:
 - a. Robot says, “_____ online. Swipe upgrade card!” (Then says, “Swipe speed card!”. Then says, “Swipe power card!”)
2. When ready to battle robot says: “I’m ready to battle”

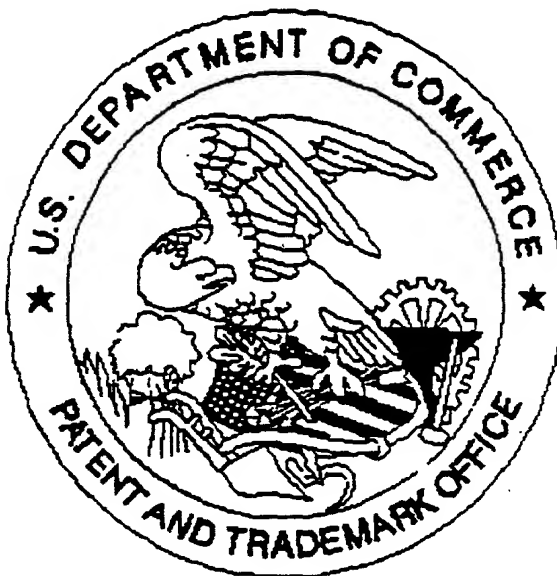
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3. If a card is mis-swiped, the robot should say, “<HONK (BAD CARD SOUND)> Try again!”
4. If a card is swiped correctly, the robot should always make a happy sound before it reads off the power of the card.
5. If the robot is triggered from the controller before he has all of his cards he should say, “HONK. Start over!!!”
6. If a robot is hit in the face, he should complain about it specifically (“Ow! My face!”).
7. When a robot, dies he should say some sort of death phrase and invite the kid to start him over. (Argh! I lost!!!! Let’s try again! Turn me off and on (or hit my re-start button).”
8. Of course the robot should still trash talk during a fight but for the most part it is hard to hear the robots during a battle. Note that a lot of the sounds during a fight could be sound effects rather than a lot of speech.

Robots might be able to be programmed as drones. They will need things to say to indicate that they are drones:

- a. “Punch Drone Online.”
- b. “Spin Drone Online.”
- c. “Mad Drone Online.”
- d. “Swipe a card to initiate the program.”

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